

Greenwood Parks and Recreation Department 2009 Spring/Summer Softball Guidelines and Rules

I. ORGANIZATION & ADMINISTRATION

A. Objective: The Greenwood Parks and Recreation softball program was established to provide Greenwood City residents and surrounding communities, the opportunity to participate in the recreational sport of softball, either as a player or spectator. All Greenwood Parks and Recreation programs are intended to be *recreational* in nature.

B. Playing Rules: The official rules of "Slow Pitch" softball as approved by the Amateur Softball Association shall govern the play of the Greenwood Parks & Recreation Softball Leagues except where modified by the department. League rules take precedence over ASA rules.

C. League Ties: Should two or more teams tie (record-wise) for a position during the regular season, the tie breaking procedure is as follows for seeding purposes:

1. Head to head competition record.
2. Overall score in head to head competition.
3. Record vs. top seed.
4. Coin Flip

II. TEAM ROSTERS & ELIGIBILITY

A. Teams must have a minimum of nine (9) players and a maximum of twenty (20) players on their rosters at any given time.

B. Roster Changes

1. Teams may add or remove players from their own rosters any time prior to the start of the third game. However, once a player plays for one team, he/she may not switch to a different team in the same league. Rosters are considered final after the first pitch of the third game.

2. After this point, any player caught playing not appearing on the roster will cause the team to have an automatic forfeit. Any discrepancy must be brought to the plate umpire's attention immediately, only by the coach/manager or designated team representative and the roster must be checked before a forfeit will be assessed.

C. All players must be at least 15 years of age in order to participate. Players between 15-17 years old must fill out a separate waiver form, provided by supervisor.

GAME ADMINISTRATION

A. Game Length:

All games will start at the scheduled time or upon conclusion of the preceding game. No new inning will begin after **fifty-five minutes**. The umpire's time will be the official clock. Games may start early if both teams agree to do so. If a game is called due to rain or weather after four innings (4) have been completed or (3 ½ innings if the home team is ahead), the game will be deemed official and not made up.

B. Run Rule: The 15 run rule will be in effect after 4 completed innings of play (3 ½ if the home team is ahead). A 10 run rule will be in effect after 5 completed innings of play (4 ½ if the home team is ahead).

C. Extra Innings: A game tied at the end of seven innings or at the end of the time limit, will continue under these guidelines: Last player who made an out will be placed at second base with one out. If a whole inning is played and the game is still tied, player who made last out will be placed at second base with 2 outs. Player at second and 2 outs format will be used through the rest of the extra innings until there is a winner.

D. 1 and 1 Count: All batters will start with a one ball and one strike count on them at the beginning of his/her bat.

E. Pre-Game

1. A coach, manager, or designated team representative is to be the only person involved with challenges (i.e. the team representative is the only player to challenge an illegal player to the umpire). The umpire must be made aware of the person chosen as the designated team representative.

2. Only team coaches, managers, or designated team representatives are allowed to look at the rosters in the supervisor's book.

3. Each team must start and end a game with at least 9 players, regardless of injury or the game will be deemed a forfeit. **EXCEPTION:** If a player is ejected and a substitute is not available; you will not be allowed to continue the game, therefore the game will be deemed a forfeit, even if the team is left with 9 players. **Line-ups must be turned in 10 minutes prior to game time.**

4. No bat boys or girls are allowed for safety reasons.

5. Equipment: Metal/Steel cleats will not be allowed to be worn by any player or coach/manager. Those caught will be disqualified from the game. A catcher's mask can be provided if asked for in advance of game-time.

6. Safety First Base: Runners must hit the orange base at first base on any

possible “play at first” (i.e. infield hit, single). Players will be out if violated.

7. Illegal Bats – We will use the Illegal Bat list that is on the website as of April 25th. No women’s, kids, or fast-pitch softball bats will be allowed to be used in our Fall Season.

F. Game Play

1. Each pitcher in the first inning, or at the start, will be awarded **3** pitches and 1 pitch for each inning after. A “ball” will be awarded to the batter for each additional warm-up pitch taken. Players are not to throw balls around the infield or outfield between innings.

2. Home run classification will be used as follows:

a. Church Semi-Competitive, Men’s Competitive, and Men’s Semi-Competitive - **3** *over-the-fence home runs per game*.

b. Co-Ed Semi-Competitive leagues – **3** *over-the-fence home runs per game*.

c. Men’s Recreational league, Co-ed Recreation – **1** *over-the-fence home run per game*.

d. All home runs at Westside Park are deemed outs for safety reasons.

e. Please refer below for guidelines at Northeast Park.

Any over-the-fence home runs in excess of the classification stated above will result in an automatic out.

To speed play on home runs, teams which hit a home run should retrieve the homerun ball in order to keep the game on time. NOTE: When a home run is hit, all runners on base including the batter must touch all bases in legal order. When major league baseball changes its rules from allowing Ryan Howard from running the bases after a homerun, we will consider changing it.

3. Extra Hitter: Teams may use an extra-hitter in their line-up. The player can be placed at any position in the line-up. Extra hitters are not substitutes. Extra hitters are already current participants in the game. If there is no legal substitute for the ejected player, the offending team will be required to forfeit the game.

4. Forfeits & Defaults: If a team knows in advance that they will, for whatever reason; be unable to field a team, the coach or representative from the team should call the Asst. Director and inform him. If this default action is not done by 3pm of that team’s game, it will be considered a forfeit. A team is allowed one default per season. After the first default, it will be considered a forfeit. 1 forfeit = no penalty. 2 forfeits = ineligible for playoffs. 3 forfeits = automatic withdraw.

G. Rainouts

1. Diamond Playability: Diamond playability will be up to the discretion of the Recreation Department. After 4:30pm, you may check on-line at www.greenwood.in.gov . After 6pm, if games have not been canceled, diamond playability will be up to the discretion of the umpire.

2. Rainouts: Team coaches are responsible for checking the website www.greenwood.in.gov and under Parks and Recreation for rainout dates and times. Under most circumstances, rainouts will be rescheduled at the end of the regular season.

3. Inclement weather during game: If a game is called due to rain or weather after four innings (4) have been completed or (3 ½ innings if the home team is ahead), the game will be deemed official and not made up.

H. League Specific Rules

1. Women's Leagues: An eleven-inch ball will be used.

2. Northeast Park: If the ball goes into the trees in left field, around the light pole areas, or into/around the soccer goals, it will be ruled a ground rule double. The umpire will have the final say in making the determination.

3. Church Fellowship: Teams in this league will be given the option of batting around the entire 20 player roster.

4. Co-Ed Leagues: A team may play with more female players than male players however; a team may not play with more male players than female players.

I. Protests

1. The notification or intent to protest must be made immediately before the next pitch.

2. Protests will NOT be considered regarding *judgment* situations. Protests regarding rules and application must follow these procedures to be valid:

a. Indicate to the umpire or the official scorekeeper/supervisor of the protest at the time of the incident.

b. If the protest cannot be resolved by either the umpire or supervisor, then fill out the appropriate protest form with the supervisor.

c. The protest must be accompanied with a \$50 protest fee within 24 hours of the incident. The \$50 protest fee will be returned if the protest is acted upon your favor. If the protest is not valid, or is not judged in your favor, then the \$50 will be forfeited to the league.

d. As stated in Pre-Game #1, a coach, manager or designated representative is the only person involved in a protest.

e. There will be no discussion concerning a potential protest that has not yet been legally filed. All protests must be in writing and the proper steps must be taken.

f. Any protest of an illegal player must be protested to the umpire before the end of a regulation game. Illegal players may not be protested once the game is finished or forfeited.

IV. PLAYER CONDUCT

A. This Administration, umpire, or supervisor in a scheduled game, shall have the power to remove from the game any player, coach, manager or spectator who displays unsportsmanlike conduct. The following are examples of unsportsmanlike conduct, which may result in an ejection:

- 1.** To refuse to abide by an official's decision.
- 2.** To physically attack, lay a hand upon, or endanger the safety of any official, player, coach/manager, spectator or Greenwood Parks & Recreation staff.
- 3.** To object to an official's decision by throwing gloves, bats, balls, personal equipment or other forceful action.
- 4.** To verbally abuse, threaten or attack any official, player, coach/manager, spectator or Greenwood Parks and Recreation staff.
- 5.** To be guilty of obscene language on and off the field towards any official, player, coach/manager, spectator or Greenwood Parks & Recreation staff.
- 6.** To continually argue and talk about an umpire's judgment in such a way that is disrupting to the game including the umpire, supervisor, fans and participants
- 7. NOTE:** The umpire/official/supervisor has the authority to forfeit a game if the incident deems necessary.

B. The manager/coach of the team effected shall be responsible for the removal of the offending person(s) from the game. Once ejected from a game, the

offending person(s) must leave the park, out of sight and sound of the facility/park, within five (5) minutes before the game will continue. If he/she fails to leave, the game officials may forfeit the game to the opposing team.

C. A player ejected from a game is automatically suspended for their next game on that team, no matter if it is regular season or playoffs. There is always a possibility of a longer suspension if deemed necessary. This suspension is in effect regardless of game cancellations or how many teams the player is on (i.e. A player that is ejected on Tuesday of week 2 will be suspended from all leagues and league play until Wednesday of week 3. If a rainout were to occur on Tuesday of week 3, then he/she will be suspended from the next scheduled/played game in that league from which the ejection took place).

D. Any player, manager/coach, participant or spectator who has been ejected from two (2) games during the season will be dismissed from all Greenwood Parks & Recreation leagues. Severe cases will be dealt with on an individual basis. Any suspensions can be carried over into the next league and/or season.

E. Any player, manager/coach, participant or spectator who physically assaults or threatens another player, manager/coach, participant, spectator or official shall be **dismissed** indefinitely from all leagues and department programs. As necessary, law enforcement may be called to intervene.

F. No player, coach/manager or spectator will be allowed on the premises if suspected to be under the influence of alcohol or drugs. It is illegal to consume alcoholic beverages while on city property. Persons observed doing so are subject to dismissal from the league. Any player or coach/manager with alcohol in or around their dugout, or under the influence is in violation of this rule and will cause his/her team to forfeit their current game and be subject to further penalties.

G. It is the responsibility of the coach/manager of each team to insure all players have read and understand these rules and regulations and those of the ASA Rule Book.

H. NOTE: Officials are required to warn coaches/managers and players guilty of the infractions of the following rules. Failure to comply with these will result in ejection or disqualification from the game:

1. Smoking is prohibited during the game, including on the field, or in the facility of play (i.e. dug-out area) whether participating as a coach/manager or player. Smoking is permitted in parking lots only.

2. Children must have proper supervision when present at a playing site in order to not cause a disturbance at the playing site. Supervisors and umpires are not babysitters. If you do not have proper supervision for your children, then you may

be disqualified from your game.

V. COED SUPPLEMENTARY RULES

A. A coed softball team consists of 10 players (5 males and 5 females) with the following positioning requirements: 2 males and 2 females in both the outfield and infield, and one male and one female as pitcher and catcher (no specific gender for either)

B. Team may start and end with a minimum of 9 players but when and if another player arrives (of correct sex missing) that player must be inserted into the line-up at the ninth or tenth batting position (depending on vacant spot by alternating sexes). If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.

C. Extra Hitter: 1 male and 1 female must be used. In the event that a team using 12 players in their line-up has an injured player, if a substitute is not available, and if the same sex bat back-to-back, an out will be given each time.

D. Each team must alternate sexes in the batting order, where applicable. A team may play with more female players than male players however; a team may not play with more male players than female players.

E. Any walk to a male batter (intentional or not) will result in a two base award (first base must be touched before going to second). The next batter, a female, must bat. EXCEPTION: With 2 outs, the female has the option to walk or bat.

Additional Rules for 2009

Anytime a team is batting less than 10 players, an automatic out will be assessed. Even in co-ed when the 9th batter is walked, the 10th batter (automatic out) will still be enforced even on 2 outs. Also if a player is injured during the game and cannot continue their spot will be an out if a substitute player is not available.

A team can use a courtesy runner up to 3 times a game. After the third time the courtesy runner will need to be substituted by a pitch runner or take an automatic out.

A 10 run rule will be in effect after the 5th inning or 4 ½ if the home team is ahead.